

**NEWGUIDE**

**COLLABORATORS**

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## Chapter 1

# NEWGUIDE

### 1.1 Main

- WELCOME TO V.2.0 of PLAYGUI -

made by Richard KAPP using GUI4CLI

January 2000

THE LINKS

What is it/Features/What's new?

Requirements

Usage/Installation

Copyright etc.

What is GUI4CLI?

THERE IS A NEW VERSION OF HIPPOPLAYER ON THE AMINET. GET IT! V ↔  
.2.45!

### 1.2 What is it? Features!

WHAT IS IT ? FEATURES! WHAT'S NEW ?

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There are dozens of really cool players out there, with beautiful skins and that ↔  
stuff, but they all are  
MP2/3 Players. I always wanted a module or sample-player like that. So i wrote my ↔  
own with help  
of GUI4CLI and other great tools. PlayGUI is a kind of GUI-replacement for Play16 ↔  
and HIPPO-Player.

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## THE FEATURES:

- + You can have those cool AmigaAMP-Skins ( or you make your own with a paint- ← program)
- + 4 special PlayGUI skins are included
- + PlayGUI can play Mods (DBPro, Med, Mod, XM, S3M etc)
- + PlayGUI can play MPGs
- + PlayGUI can play Samples (Wave, AIFF, 8SVX etc.)
- + PlayGUI has a commentary-option  
(So that you can save comments about a song to a chosen dir))
- + PlayGUI has a built in launch option for simply starting your favourite music- ← apps.
- + Drag and drop module-icons on PlayGUI
- + It's easy to play around with
- + Opens system-friendly on your WB

## NEW since V.1.0

- + Commentary option now has it's own interface.  
You can edit, save and load your commentaries.  
There is also a template for use with GoldED.
- + Soundeffects when starting and quitting PlayGUI.
- + some bug fixes. (HippoPlayer does not start anymore  
when clicking on the stop button twice)

## NEW since V.1.3

- + FORWARD and REWIND button
- + VOLUME Slider
- + SAMPLEINFO via HippoPlayer
- + Some bug fixes

## NEW since V.1.5

- + Modules are listed in a shell-window (+path)
  - + ToolType to define your MOD-path
  - + Menu for selecting SOUND-Quality (8Bit, 14Bit, 16Bit and a USER-Def)
  - + PlayGUI is an application-window now! Just drop modules on it!
-

+ OS3.5 Icons

+ Click on the display of the AMP and get ModInfo (Like Hippo)

+ New special PlayGui skin : Silver

NEW since V.1.6

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+ Important bugfix of PlayGUI

(When starting another GUI4CLI-program, PlayGui could not find it's skin, now that bug is fixed. So, no problem. Thanks to Dimitris Keletsekis for his help on that!)

+ Optimized the code, so PlayGUI should be a bit faster....hopefully

NEW since V.1.7

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+ Some options are now also available in the menu

+ Commentary-window is bigger, looks better now and counts the pages

+ Optimized the code of the commentary-window

+ Tooltype for Samplepath

NEW since V.1.8

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+ Tooltype for Hippo-path, Playl6-path and skin-path

+ Now you can also change the gfx of all the buttons

+ Much easier now to change a skin

NEW since V1.9

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+ Now you can change a bit of the volume-slider gfx.

+ PlayGUI displays the mod-name in the display of the AMP.  
(no more shell-window!)

+ PlayGUI now also displays the chosen sound-quality

+ PlayGUI now got a dragbar. So you can move the AMP like a window.

+ PlayGUI now opens under the mouse-pointer-position.

+ New prefs for the new hippoplayer

+ Changed the skins slightly

## 1.3 Requirements

REQUIREMENTS

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You need:

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- An AGA-Amiga with a modern OS & HD
- GUI4CLI and GUI (included)
- ASL.library (for the file-requesters)
- XHelvetica.font and Topaz\_thin.font installed in your Fonts: directory  
(They are included in the 'fonts' dir)
- AREXX running
- Copy, delete, run in the C: directory.
- well configured Hippoplayer
- Play16

Recommended:

- A 800x600 resolution or higher
- CGX for much better REMAPING of the skins

I think, that's all.

## 1.4 Usage

PLEASE READ EVERYTHING!!

USAGE/INSTALLATION

HOW TO INSTALL  
NEW!

TOOLTYPES

PLAYING OPTIONS  
NEW!

SOUND OPTIONS

COMMENTARY

SKINS

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NEW!

LAUNCHING

TIPS & TRICKS

NEW!

## 1.5 Install

INSTALLATION

- Delete the dawner with a old version of PlayGUI.
- Move the whole directory 'PlayGUI' anywhere on your HD, but don't rename the program or the drawers.
- Copy the fonts from PlayGUI:fonts dir to your SYS:fonts dir.
- You need AREXX to be active! (Copy SYS:System/RexxMast to WBStartup)

After this, start PlayGUI via Icon.

But I suggest, you have a look at the  
tooltypes  
first.

## 1.6 ToolTypes

TOOLTYPES/PREFS

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You get 5 tooltypes-options to define the paths of Hippo, Play16, skins, modules ↔  
and samples.

This is the RIGHT order:

MODPATH=Enter here the dir, where your mods are located. (i.e. MODPATH=DH1:music/ ↔  
mods/ )

SAMPLEPATH=The same as mods, but this time for your sample dir.

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HIPPOPATH=The path, where you have Hippoplayer (i.e. HIPPOPATH=DH0:Music/Player/ Hip) ←

PLAY16PATH=The path for Play16

SKINSELECT=Just enter here the name of the skin in the SKINS directory (i.e. ←  
SKINSELECT=BlueAMP)

See also:

Skins

But remember not to change the option-names. MODPATH must be ←  
MODPATH etc.

Don't change MODPATH to MPATH or else.

ONLY CHANGE THE PATHS!

(Some skins might only work on graphics card.)

## 1.7 Playing Options

PLAYING - OPTIONS

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You are now presented by a nice skin (if you have a graphics-card or lot of colors ←  
) and  
some buttons.

PlayGUI is divided into TWO sections. The first (the smaller buttons with the ←  
symbols) is  
for playing modules, the second for playing samples. If you move the mouse over a  
button, a help-advice appears at the WB-menu-bar. So it should be simple for you  
to find out the meaning of the buttons. The bigger buttons on the right with PLAY, ←  
STOP,  
and EJECT belong to the SAMPLE-section.

Since V.1.6, you can simply drag and drop module-icons on PlayGUI and they will be  
played. Just drag and drop your modules on the skin of PlayGUI.

NEW!

When you play a mod, PlayGUI will show the mod's name in the display of the skin.  
(No more shell-window)

Back to USAGE/INSTALLATION

## 1.8 Sound Quality

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## SOUND QUALITY

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If you press the right mouse-button, you will find a menu 'SOUND'.  
Here you can select, which sound quality you'd like:

8bit, 14bit, AHI or a USER definition

BE WARNED! If you select one of them, your HippoPlayer.prefs in your S: directory will be DELETED! Instead of this configuration, PlayGUI copies back the chosen prefs to the S: directory of your HD.

For example: If you select 8bit, the Hippoplayer.prefs of the dir

PlayGUI:SoundPrefs/8bit/HippoPlayer.prefs

will be copied to your S: directory and will delete your old HippoPlayer.prefs there.

So make a back-up of your HippoPlayer.prefs first and copy it in the drawer

PlayGUI:SoundPrefs/User/

Now, if you select USER from the menu, your old configuration will be used.

You can choose your sound quality, but to take effect, you must first hit the STOP button and again PLAY before playing your module with the selected sound quality.

For example: You have a module, which is made in 14bit quality.

What you have to do:

- Choose 14bit from the SOUND-menu
- press stop (-)
- select your module and/or click on Play  
(if you have already a module loaded in, just click on play, that means)

NEW!!

Now there are new sound-prefs and the old ones are stored in the same dir.  
The new ones are for the new hippoplayer v.2.45 (10.1.2000). Get it from Aminet!

## 1.9 Playing Modules

### MODULE SECTION

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THE BUTTONS:

- 1) SAMPLE/MODULE - INFO via HIPPOPLAYER
  - 2) PLAY
  - 3) STOP
-

- 4) REWIND
- 5) FORWARD
- 6) LOAD A MODULE

Back to Playing Options

## 1.10 Commentary

COMMENTARY

Then there is a button, called commentary. My idea was, that it would be nice to write a comment about the module you are just listening to. Well, no problem. Just click on the button and a interface, that looks like a book will open.

On the left page of the 'book' is the area, where you can read the infos. On the right page you find some buttons.

Load - Load a commentary about a module

Save - Save the current (which is displayed on the left page) commentary to another location on your hd.

Clear - Clear the current commentary (It will not be deleted on your hd, of course )

Edit - Edit your own commentary with ed. (Or GoldEd, or any text-editor, that you have called 'ed' and is stored in your c-directory) For easy use, the editor will load a template, which is copied by PlayGUI to ram:t/ and is called template.txt. You just fill in the informations about the module and save it to the location you want.

Help - Just a short help-requester opening.

(If you see weird stuff in the commentary-window, don't panic! It could happen, if you have pasted something into the clipboard-unit. (For example with an editor and its paste-option) If it happens, just click on CLEAR and it's vanished.

## 1.11 Skins

THE SKINS

On startup PlayGUI will look for main.iff, option\_bar, mod\_bar, sample\_bar and volume\_bar..

So that means, a PlayGUI a skin requires 5 files.  
 These files MUST be located in the same dir as the skin, which you have selected ←  
 in the  
 TOOLTYPES.

Just take a look at the dir PlayGUI:Skins/ . You will find all the skins there. ←  
 For example, BlueAMP.  
 If you select 'show all files' from WB-menu, you will see all the other necessary ←  
 files, like  
 main.iff, option\_bar, etc.

You will also find 4 skins in the skins dir. Just try them. But remember, some ←  
 skins might  
 ONLY work on graphics card.

If you want to draw your own skins, take a look at the SkinTemplate dir. Here you' ←  
 ll find  
 different templates (brushes). Just load it into your favourite paint-program and ←  
 get drawing.  
 And don't forget to upload your skin-masterpieces to the Aminet. (mus/play) :)

## 1.12 Launch

THE LAUNCH BUTTON  
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Another nice feature is the LAUNCH button. Click on it and you can run your ←  
 favourite  
 music-applications. (or any other program)

## 1.13 Tips & Tricks

TIPS & TRICKS  
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PlayGUI now opens under your mouse pointer position. To be more accurate,  
 your mouse pointer will be exactly under the 'load mod' button. So just double-  
 click on PlayGUI, go anywhere with your mouse pointer and click one again,  
 when PlayGUI opens - and choose your mod. As I am very lazy, I love this  
 new feature. :)

And PlayGUI now has got a drag-bar. You can move it like a window. So  
 no more need for WBDrag. :)

If you experience crashes or freezes when using PlayGUI, it might be to a  
 bad configuration of hippoplayer. Remember, hippoplayer needs also a lot  
 of stuff to work properly. You need new version of reqtools.library,  
 xpkmasters.library and the xpk dirs (compressors), you need HippoPlayer.PS3M  
 and HippoPlayer.group (very important!) in S: and mpega.library for MPGs.

If you still encounter problems, it is always a good idea to set the playing- ←  
 routines

to fastram and not to chip. Especially if you have graphics card, that is.

I only had problems with OS3.5 and graphics-card. I tested PlayGUI on OS3.0 and OS3.1 and there have been no problems at all. Maybe you should download the new version of hippoplayer from the AMINET. Before you start PlayGUI you should assure, that you have configured hippoplayer correctly.

## 1.14 Copyright etc...

COPYRIGHTS, ETC.  
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I am not responsible for anything, use it at your own risk!

This program is Copyright by Richard KAPP Nov 1999 -January 2000 and SKINWARE!

What is SKINWARE? - you ask. Well, I want you to draw some cool skins for PlayGUI ↔  
and  
upload it to AMINET!!!

If you have suggestions, problems....

Just mail me:

narr.cybersdorf@gmx.net

I live in Austria, Vienna

## 1.15 GUI FOR CLI ?

WHAT IS GUI FOR CLI?  
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This is one of the best FREEWARE-script-languages, I have seen!  
You can get from Aminet! Get it and do something! USE IT!

Thanx to D. Keletsekis for his huge effort!!

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